

# Stephen Mojar

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## EDUCATION

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**Humber College** – Game Programming (September 2020 – Present)

**St. Martins Secondary School** – High School Diploma (September 2013 - January 2018)

## SKILLS

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**Languages:** C#, C++, Lua

**Engines:** Unity, Unreal Engine, Godot, Roblox Studio

**Multimedia:** Sony Vegas, Adobe Premiere, OBS, Microsoft 365 Apps, 3DS Max, Blender

**Production:** Trello, GitHub, PlasticSCM

## PROJECTS

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### Various OpenGL & Vulkan Samples – 2020 – Current

- Developed game engine samples demonstrating 3D object rendering using OpenGL and Vulkan.
- Actively enhancing my skills in Vulkan to further strengthen my capabilities.

### Let It Grow – UX Designer & UI Programmer - 2023

- Collaborated with team members using Unity for development and Trello to monitor and track project progress.
- Designed and implemented an intuitive user interface.

### Equinox – Networking & Optimization - 2022

- Contributed to a large team project in Unreal engine, focusing on the game's networking components.
- Played a big role in debugging and showcased problem-solving skills.

### Midstone Project – Project Director, Audio Programmer, U.I. Programmer - 2021

- Collaborated with teammates to create a game inside our OpenGL graphics engine.
- Programmed audio functionality, designed and programmed U.I.
- Lead the art direction and wrote the storyboard.

### Ro-Bros – Designer & Programmer - 2021

- A one-week game project that I solo developed for Brackey's Game Jam 2021.
- Utilized Trello for Project Planning and utilized Diagrams.net for UX Design.

## EXPERIENCE

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### Mississauga Swimming Club - 2014 - 2018

- Managed and coordinated the flow of real-time data of swimmers.

### St. Martins Secondary School – Swimming Coach – 2015 - 2018

- Designed and led personalized workout routines for students.

## OTHER QUALIFICATIONS

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- I have extensive experience in computer diagnostics, debugging, and assembly.